

## **2**      *Release Notes and some History*

This chapter contains the release notes to all the NDCamera versions. It documents new features, the development steps taken, major bugs that have been fixed and bugs that are known.

### **Version 0.21**

Bug and feature fix release before I went on holidays.

#### **New Features**

Some crucial features have been added but still the app is not what I would call a good fellow<sup>1/4</sup>it works thats all.

- **DO port.**

The app now serves a DO-port named "localhost/NDCamera". This gives you full remote control over the application. But use it wisely<sup>1/4</sup>there is no security build into it, so you can mess up the whole program.

- **Added Example sources.**

To demonstrate the benefits of the added DO port I have included two simple applictions to the *Examples* directory.

## Known Problems

Some of the known problems won't hurt anybody at this moment ± I hope. But I know that they are in there.

- **WindowServer crashes on heavy use.**

The app **will** crash your window server (= log you out without a warning) if you run at too high frame rates or have a system with heavy load.

The Dimensions software is buggy and there is nothing I can do about it!

- **Destroying Anim's.**

If the path of the anim points to an existing *.ainm* file any further grab can destroy existing frames with the same name.

The NDCamera does *not* append frames to an existing movie!

- **Won't show correct Frames.**

Each application which use the NXLiveVideoView *must* run in 24Bit. So if you have set another default window depth be sure that at least the NDCamera always runs

in 24Bit.

- **No real Preferences.**

The preferences don't get saved...and don't work.

- **GUI problems.**

In some cases buttons don't act as they should etc. pp. I know about many problems in that area.

## Development

Well what happend this time.

**Jul. 95:** Added the DO port and 2 example "remote controls". (1 day of coding)

## Version 0.2

This is the first public release. It is not a nice app but it might but useful to some people<sup>1/4</sup>even in the current state.

## New Features

Some crucial features have been added but still the app is not what I would call a good fellow<sup>1/4</sup>it works thats all.

- **Creating .anim Files.**  
Type a *valid* name of a directory into the Oculars File field and the camera will save all grabbed frames with the right numbers into that area.
- **Nicer Icons.**  
Some new artwork has been done but it still has not been fine tuned in any way.
- **Hidden grab-speed Control.**  
Edit the text field under the left Frame/Sec. button to get a special frame rate. It is a hack but does the job right now.
- **App.info.**  
The app comes with a useful *NDCamera.info* file (similar to .info files of the Installer.app). My *NewAppInspector* bundle for the Workspace will like this little extra description. Once I'll have the time to polish and finish it I will release this project too.

## Bugs Fixed in Release 0.2

Its hard to say if those are fixed bugs or new features :-).

- **Scaling the output.**  
You can adjust the size of the output image by scaling the ocular. But it is not recommended to do this during a recording session because you will end up with images in different sizes.

## Development

Ok. Here is what I did to kick out this version.

**Jul. 95:** Played with the images and some useful adjustment code. (2 days of coding)

## Version 0.1

The first release never made it onto the archives. It was a personally "test-hack" only.

### New Features

Here is a short summary of all the parts that are working now.

- **Grabbing at certain Framerates.**  
You can adjust the number of frames which should be grabbed within a second.
- **Adjusting the Dimension**  
You can select the input channel and other settings.
- **Set the Grab-area.**  
Open the monitor and type the position of the grabbing area.

### Development

Here I'll try to show you on which parts I did focus my work in this release.

**Jun. 95:** Clicked the app together and played with different GUI ideas. The basic functionality is included. (2 days of coding)